

[Subscribe](#) (Full Service) [Register](#) (Limited Service, Free) [Login](#)

Search: ☒ The ACM Digital Library ☐ The Guide

SEARCH

THE ACM DIGITAL LIBRARY

[Feedback](#)

((kanji or ideographic symbols or katana and first and second input characters)) and (QWERTY and keyboard)

Terms used:

kanji ideographic symbols katana first second input characters QWERTY keyboard

Found
10 of
231
searched
out of
254,304.

Sort
results
by

relevance

Display
results

expanded form



[Save](#)

[results](#)

[to a](#)

[Binder](#)



Open
results
in a new
window

[Refine](#)

[these](#)

[results](#)

[with](#)

[Advanced](#)

[Search](#)

[Try this](#)

[search](#)

[in The](#)

[ACM](#)

[Guide](#)

Results 1 - 10 of 10

1 [Shorthand writing on stylus keyboard](#)



Shumin Zhai, Per-Ola Kristensson

April CHI '03: Proceedings of the SIGCHI conference on Human factors in
2003 computing systems

Publisher: ACM

Full text available: Pdf (275.25
KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#),
[index terms](#)

Bibliometrics: Downloads (6 Weeks): 15, Downloads (12 Months): 151, Citation Count: 22

We propose a method for computer-based speed writing, SHARK (shorthand aided rapid keyboarding), which augments stylus keyboarding with shorthand gesturing. SHARK defines a shorthand symbol for each word according to its movement pattern on an optimized ...

Keywords: handheld devices, mobile, pervasive computing, text input, text-entry

2 Gaze typing compared with input by head and hand



John Paulin Hansen, Kristian Tørning, Anders Sewerin Johansen, Kenji Itoh, Hirotaka Aoki

March 2004 ETRA '04: Proceedings of the 2004 symposium on Eye tracking research & applications

Publisher: ACM

Full text available: Pdf (453.47 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 4, Downloads (12 Months): 94, Citation Count: 4

This paper investigates the usability of gaze-typing systems for disabled people in a broad perspective that takes into account the usage scenarios and the particular users that these systems benefit. Design goals for a gaze-typing system are identified: ...

Keyw ords: alternative communication, assistive technology, computer input devices, eye mouse, eye tracking, eye typing, head mouse

3 A system for fast, full-text entry for small electronic devices



Saied B. Nesbat

November 2003 I CMI '03: Proceedings of the 5th international conference on Multimodal interfaces

Publisher: ACM

Full text available: Pdf (493.66 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 13, Downloads (12 Months): 137, Citation Count: 8

A novel text entry system designed based on the ubiquitous 12-button telephone keypad and its adaptation for a soft keypad are presented. This system can be used to enter full text (letters + numbers + special characters) on devices where the number ...

Keyw ords: Fitts' law, keypad input, mobile phones, mobile systems, pen-based, soft keyboard, stylus input, text entry

4 Effectiveness of annotating by hand for non-alphabetical languages



Muhd Dzulkhiflee Hamzah, Shun'ichi Tano, Mitsuru Iwata, Tomonori Hashiyama

April 2006 CHI '06: Proceedings of the SIGCHI conference on Human Factors in computing systems

Publisher: ACM

Full text available: Pdf (964.45 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 4, Downloads (12 Months): 77, Citation Count: 0

Unlike documents, annotation for multimedia information needs to be input as text, not in the form of symbols such as underlines and circles. This is problematic with keyboard input for non-alphabetical languages, especially the East Asian languages ...

Keyw ords: cognitive load, handwritten annotation, input speed, keyboard input, non-alphabetical languages

5 Positional prediction: consonant cluster prediction text entry method for burmese (myanmar language)



Ye Kyaw Thu

April CHI '08: CHI '08 extended abstracts on Human factors in computing systems 2008

Publisher: ACM

Full text available: Pdf (590.19 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 9, Downloads (12 Months): 37, Citation Count: 0

I am investigating a consonant cluster prediction text entry method for Myanmar language based on positional vowel information. The concept of this method is adapted by inspecting and carefully considering the nature of Myanmar language word formations ...

Keyw ords: myanmar language, positional prediction, predictive text entry, syllabic languages, text entry, text input

6 Itone: a japanese text input method for a dual joystick game controller



Kentaro Go, Hayato Konishi, Yoshisuke Matsuura

April CHI '08: CHI '08 extended abstracts on Human factors in computing systems 2008

Publisher: ACM

Full text available: Pdf (270.63 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 7, Downloads (12 Months): 41, Citation Count: 0

In this paper, we report the design and evaluation of a Japanese text input method called IToNe. It uses a dual joystick game controller to input Japanese text. The left and right joysticks are respectively assigned to the left and right halves of the ...

Keyw ords: dual control pad, dual joystick, game controller, input method, japanese text entry, text entry

7 MouthType: text entry by hand and mouth



Michael J. Lyons, Chi-Ho Chan, Nobuji Tetsutani

April CHI '04: CHI '04 extended abstracts on Human factors in computing systems 2004

Publisher: ACM

Full text available: Pdf (491.04 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 2, Downloads (12 Months): 46, Citation Count: 1

In this paper we describe a novel text entry method which uses coordinated motor action of hand and mouth. A vision based algorithm is used to gauge shape parameters of the cavity of the open mouth. These are mapped to a discrete set of input states ...

Keyw ords: mobile text entry, mouth controller, vision-based interface

8 A comparative usability study of two Japanese gaze typing systems



Kenji Itoh, Hirotaka Aoki, John Paulin Hansen

March ETRA '06: Proceedings of the 2006 symposium on Eye tracking research & applications 2006

Publisher: ACM

Full text available: Pdf (227.66 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 6, Downloads (12 Months): 95, Citation Count: 1

The complex interplay between gaze tracker accuracy and interface design is the focus of this paper. Two slightly different variants of *GazeTalk*, a hierarchical typing interface, were contrasted with a novel interface, *Dasher*, in which ...

Keyw ords: Japanese text typing, alternative communication, assistive technology, gaze interaction, usability

9 Speech pen: predictive handwriting based on ambient multimodal recognition



Kazutaka Kurihara, Masataka Goto, Jun Ogata, Takeo Igarashi

April CHI '06: Proceedings of the SIGCHI conference on Human Factors in computing systems 2006

Publisher: ACM

Full text available: Pdf (1.66 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 10, Downloads (12 Months): 139, Citation Count: 4

It is tedious to handwrite long passages of text by hand. To make this process more efficient, we propose predictive handwriting that provides input predictions when the user writes by hand. A predictive handwriting system presents possible next words ...

Keyw ords: context-sharing, education, handwriting recognition, multimodal interface, predictive handwriting, presentation tool, speech recognition

10 Now Dasher! Dash away!: longitudinal study of fast text entry by Eye Gaze



Outi Tuisku, Päivi Majaranta, Poika Isokoski, Kari-Jouko Räihä

March 2008 ETRA '08: Proceedings of the 2008 symposium on Eye tracking research & applications

Publisher: ACM

Full text available:  Pdf (446.30 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 17, Downloads (12 Months): 78, Citation Count: 0



Dasher is one of the best known inventions in the area of text entry in recent years. It can be used with many input devices, but studies on user performance with it are still scarce. We ran a longitudinal study where 12 participants transcribed Finnish ...

Key words: eye tracking, gaze writing, longitudinal study, text entry

Results 1 - 10 of 10

The ACM Portal is published by the Association for Computing Machinery. Copyright © 2008 ACM, Inc.

[Terms of Usage](#) [Privacy Policy](#) [Code of Ethics](#) [Contact Us](#)

Useful downloads:  [Adobe Acrobat](#)  [QuickTime](#)  [Windows Media Player](#)  [Real Player](#)